

Universiti Teknologi MARA

Home Service Mobile Application Based On
Matching Algorithm

Mohammad Naqib Bin Norbaini

Proposal submitted in fulfilment of the
requirements Bachelor of Computer Sciences
(Hons.)

February 2021

ACKNOWLEDGEMENT

Alhamdulillah, praises and thanks to Allah because of His Almighty and His utmost blessings, I was able to finish this research within the time duration given. Firstly, my special thanks goes to my supervisor, Sir Hanapi Bin Abdul Latif for guiding and motivates me throughout of the completing process of this project. Special appreciation also goes to my beloved parents on raising me properly until I'm able to complete this project. Last but not least, I would like to give my gratitude to my dearest friends and classmate that helped me during the process of this project completion.

ABSTRACT

There have been major improvements in the way our job is performed in recent years. In this, there is a place for the advancement of technology, the online platforms we work with, as well as the varied and versatile working community of modern businesses. Simply put, people work from everywhere and wherever today, and at any time for most entrepreneurs. We'll also find ourselves attracted to carrying jobs out of the workplace with us. Most of the business that were available in Malaysia are starting to join the on-demand businesses which means that customer can demand for the service as soon as possible. It is a great business opportunity for them to improve their sales. Therefore, a mobile application has been proposed for customer to book a service for their home and service provider can register and add their services.

Table of Contents

1.0 INTRODUCTION	8
1.1 Background of Study	8
1.2 Problem Statement	9
1.3 Objective	9
1.4 Project Scope	9
1.5 Project Significance	10
1.6 Overview of Research Framework	10
1.7 Summary	11
2.1 On-Demand Service	12
2.1.2 On-Demand Service Constraint	13
2.3 Matching Algorithm	14
2.3.1 String Matching Algorithm	14
2.4 Implementation of Matching Algorithm in Various Problem	16
2.5 Similar Works	18
2.6 Implication of Literature Review	20
3.1 Introduction	21
3.2 Project Methodology	21
3.3.1 Hardware Requirement	25
3.3.2 Software Requirement	25
3.4 Design Phase	26
3.4.1 Flowchart And Entity Relational Diagram	26
3.4.2 Mock Graphical User Interface Design	28
3.5 Testing	32
3.6.1 User Acceptance Testing	33
3.6.2 Functionality Testing	33
3.7 Documentation	33
4.1 Project Conceptual Framework	34
4.2 Program Codes for Algorithm	35
4.3 Prototype Interface	37
5.1 Summary of Project	49
5.2 Project Contribution	49
5.3 Project Limitation	50
5.4 Project Recommendation	50
5.5 Conclusion	50
References	51

List of Figures

Figure 1: Waterfall SDLC Model Process.....	22
Figure 2: Flowchart	26
Figure 3: Entity Relational Diagram	27
Figure 4: Login Screen.....	28
Figure 5: Registration Page	29
Figure 6: Home Page.....	30
Figure 7: Search Page.....	30
Figure 8: Booking page	31
Figure 9:Notification Page	32
Figure 10:Project Conceptual Framework Diagram.....	34
Figure 11:Codes for Matching Algorithm	35
Figure 12:UI Code where the algorithm is implemented	36
Figure 13: Login Screen.....	37
Figure 14: Signup Page.....	38
Figure 15: Home Screen Page	39
Figure 16: Service Page	40
Figure 17: Detail Page	41
Figure 18: Booking Page	42
Figure 19: Search Page.....	43
Figure 20: Profile Page	43
Figure 21: Booking History Page	44
Figure 22: Sign Up for Service Provider	45
Figure 23:Main page for service provider.....	45
Figure 24: Services Page	46
Figure 25: Add Services page	47
Figure 26: Pending booking page	48

List of Tables

Table 1: Overview of Research Framework.....	10
Table 2: Implementation of Matching Algorithm in Various Problem	17
Table 3: Similar Works	19
Table 4: Phases of Waterfall Model.....	24
Table 5: Hardware Requirement	25
Table 6: Software Requirement.....	25